

## Exercise 2 - Create/Select/Edit Objects

### Creating Objects

- Execute edm
- Create a new window
- Left-button-drag a box and release mouse button
  - Examine object types and names for each type
- Create a rectangle
  - Left-button-drag a box and release mouse button
  - Select *Graphics*, then select *Rectangle*
  - Use default property settings and click *OK*
- Create several additional rectangles
  - Experiment with the following properties
    - *Line Thickness*
    - *Line Style*
    - *Line Color*
    - *Fill*
    - *Fill Color*

### Selecting Objects

- If you have not done so above, create at least three filled rectangles, all about the same size; make one red, one blue, and one green

### Selecting a Single Object

- Select the blue rectangle by clicking on it once
  - Click on it once more to bring up its property dialog box
  - Change *Fill Color* to black
  - Click *OK* to save change and terminate edit operation
  - Repeat the above and change the *Fill Color* back to blue

## Selecting Groups of Objects

- Select all three rectangles by middle-button-dragging a box around all three objects from top-left to bottom right. Note that this method of selection selects currently unselected objects and deselects currently selected objects, so, make sure all objects are initially unselected. You may deselect all objects by clicking on the display background.
  - Click on one object once to bring up the property dialog box
  - Deselect *Fill* and click *OK*
  - Notice that the property dialog box for the next object pops up
  - Deselect *Fill* and click *OK*
  - Do the same to the final object
- Click on the display background to deselect all objects
- Now select all three rectangles by middle-button-dragging a box from bottom-right to top-left, but this time you need only enclose at least one corner of any object to include it in the select operation. As before, this method of selection selects currently unselected objects and deselects currently selected objects, so, make sure all objects are initially unselected. You may deselect all objects by clicking on the display background.
  - Click on one object once to bring up the property dialog box
  - Turn the *Fill* option back on for all three objects

## Adding to/Removing from the Select Group

- Deselect all objects (if any are selected)
- Click on the red rectangle to select it
- Now shift-click on the green rectangle; notice that it is added to the select group
- Shift-click on the blue rectangle; all three should now be selected
- Once again, shift-click on the green rectangle; notice that it is removed from the select group
- Shift-click on the blue and red rectangles; no objects should now be selected
- Shift-click adds objects to or removes objects from the select group

## Dealing with Stacks of Objects

- Open the file `/home/student#/examples/threeObjects.edl`
  - This display contains three objects stacked on top of each other
- Select one and only one object by left-clicking on the triangle
- Now ctrl-left-click on the same object
  - Note that the selection cycles to the next object in the stack and the object name displays to the lower-right of the object
- Continue ctrl-left-clicking and observe how the selection cycles through the stack

- of objects
- Ctrl-left-click until the rectangle is selected
  - Release the ctrl key and click once more on the object
    - This brings up the property dialog box
  - Change the *line* and *fill color* to yellow and click *OK*
- Close the display and abort changes

## Online-Help Select Topics

- Open the online-help and click on the *Selecting Objects* topic
  - Click on each subtopic and examine the help contents

## Browsing Object Properties

- Open the file */home/student#/examples/manyObjects.edl*
  - This display contains a variety of objects
- Select one object by left-clicking on it
- Click on the selected object once again to bring up its properties
- Now, without clicking OK or Cancel, click on another, unselected object
  - Notice that the property dialog box for the second object is opened
- Continue clicking on additional, unselected objects
- Finally, click on the display background, away from any object to stop browsing
- In this manner, object properties may be easily examined

## Browsing and Editing

- You may make changes while browsing as follows
  - Select and then click on an object to open the property box
  - Make some modification
  - Click *Apply* to save the change without terminating the edit operation
  - Click on an unselected object to open its property box
  - Make some modification
  - Click *Apply* to save the changes without terminating the edit operation
  - Continue in this manner until all modifications have been made

## Mouse Shortcuts

- When an object is being edited, and the property dialog box is open, the following actions may be performed
  - To apply current changes and terminate the edit
    - Click *OK*  
*or*  
Double click left mouse button on the dialog box away from all text labels and data entry fields
  - To apply current changes without terminating the edit
    - Click *Apply*  
*or*  
Double click middle mouse button on the dialog box away from all text labels and data entry fields (This generates an audible beep)
  - To cancel current changes
    - Click *Cancel*  
*or*  
Double click right mouse button on the dialog box away from all text labels and data entry fields  
*or*  
Click on the main display background, away from any object ( as you did to stop browsing above)

## Close Display File

- Close the display file and abort changes to complete this exercise.